

WHAT IS CLAIMED IS:

1. A program for projecting a predetermined image onto a character of a game in a game machine including operation means for executing predetermined operation in a screen, calculation processing means for executing predetermined calculation, and control means connected with the operation means and the calculation processing means and for controlling the calculation processing means; the program being operable to effect:
 - an image creation step for creating an image consisting of two-dimensional coordinates with the control means by operating the operation means; and
 - a step for arranging, based on an input signal from the operation means, the image created in the image creation step and a virtual light source for projecting the image onto a character, at arbitrary positions in the vicinity of the character in a three-dimensional virtual space, and for pasting on the character a projected image created by projecting the image onto the character from the projection light source.
2. The program according to claim 1, wherein the character is constituted by a combination of a plurality of parts, and wherein the program is operable to allow the control means to designate at least one of the parts as a projection

target of the image in response to the operation of the operation means and to paste the projected image to the designated part.

5 3. A game machine comprising operation means for
executing predetermined operation in a screen, calculation
processing means for executing predetermined calculation,
and control means connected with the operation means and
the calculation processing means and for controlling the
10 calculation processing means, the game machine
incorporating a program for projecting a predetermined
image onto a character of a game, the program being operable
to effect:

an image creation step for creating an image consisting
15 of two-dimensional coordinates with the control means by
operating the operation means; and
a step for arranging, based on an input signal from
the operation means, the image created in the image creation
step and a virtual light source for projecting the image
20 onto a character, at arbitrary positions in the vicinity
of the character in a three-dimensional virtual space,
and for pasting on the character a projected image created
by projecting the image onto the character from the
projection light source.

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4. The game machine incorporating the program according
to claim 3, wherein

the character is constituted by a combination of a plurality of parts, and wherein

the program is operable to allow the control means to designate at least one of the parts as a projection
5 target of the image in response to the operation of the operation means and to paste the projected image to the designated part.

5. A storage medium having thereon stored a program for
10 projecting a predetermined image onto a character of a game in a game machine including operation means for executing predetermined operation in a screen; calculation
executing predetermined operation in a screen; calculation
processing means for executing predetermined calculation,
and control means connected with the operation means and
15 the calculation processing means and for controlling the calculation processing means, the program being operable
to effect:

an image creation step for creating an image consisting
of two-dimensional coordinates with the control means by
20 operating the operation means; and

a step for arranging, based on an input signal from the operation means, the image created in the image creation step and a virtual light source for projecting the image onto a character, at arbitrary positions in the vicinity
25 of the character in a three-dimensional virtual space, and for pasting on the character a projected image created by projecting the image onto the character from the

projection light source.

6. The storage medium having thereon stored the program according to claim 5, wherein

5 the character is constituted by a combination of a plurality of parts, and wherein

the program is operable to allow the control means to designate at least one of the parts as a projection target of the image in response to the operation of the operation means and to paste the projected image to the designated part.

7. An image display control program for operating a computer as image data creation means for creating image data for displaying on a display device an object image created by projecting a predetermined projection image onto an object consisting of three-dimensional coordinates in a three-dimensional virtual space, the image display control program being operable to allow the control means to effect functions of:

creating predetermined projection image data to be projected onto the object;

arranging the object and the projection image in the virtual space;

25 determining, based on operation of an operator, the relative position of the projection image to the object and the position of a virtual light source which projects

the projection image onto the object;

calculating the distance between the virtual light source and a projection plane containing the projection position on the object, and calculating the projection plane of the object, onto which the projection image is projected, removing from the projection targets the projection planes at a predetermined distance or farther from the virtual light source;

projecting the projection image onto the projection plane with the virtual light source as a viewpoint, and pasting the projection image to the projection plane of the object; and

creating object image data for the object to which the projection image is pasted.

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8. The image display control program according to claim 7, wherein

the program is operable to allow the control means to effect a function of creating image data of the projection image based on a operation signal inputted from operating means by a user.

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9. The image display control program according to claim 7 or 8, wherein

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the program is operable to allow the control means to effect functions of:

projecting the projection image onto a transparent

object having a same or an approximately same shape as that of the object and pasting the projection image to the transparent object; and

causing the display device to display the transparent
5 object to which the projection image is pasted, in such a manner as to be superimposed on the object.

10. The image display control program according to any one of claims 7 to 9, wherein

10 the program is operable to effect a function of changing the transparency degree of the projection object when it is determined from the relation between the positions of the virtual light source, the projection object and the object that deformation of projection image pasted to the
15 object is remarkable.

11. The image display control program according to any one of claims 7 to 10, wherein

the object consists of a combination of a plurality
20 of parts, and wherein

the program is operable to allow the control means to effect a function of designating at least one of the parts as a projection target of the projection image in response to operation of an operator, and pasting the
25 projection image to the designated part(s).

12. An image display control program for operating a

computer as image data creation means for creating image data for displaying on a display device an object image created by projecting a predetermined projection image onto an object consisting of three-dimensional coordinates in a three-dimensional virtual space, the image display control program being operable to allow the control means to effect functions of:

creating predetermined projection image data to be projected onto the object;

arranging the object and the projection image in the virtual space;

determining, based on operation of an operator, the relative position of the projection image to the object and the position of a virtual light source which projects the projection image onto the object;

calculating for each pixel respectively the distance between the virtual light source and a projection plane containing the projection position on the object, projecting with the virtual light source as a viewpoint the pixels of the projection image onto the pixels on the projection plane closest to the viewpoint, and pasting the projection image onto the projection plane of the object; and

creating object image data for the object to which the projection image is pasted.